Generation of Chaos™

Pandora's Reflection

INSTRUCTION MANUAL

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Basic Controls

Basic Controls

L BUTTON

R BUTTON

RIGHT

UP

LEFT

DOWN

STICK

□ BUTTON

△ BUTTON

○ BUTTON

✕ BUTTON

SELECT BUTTON

START BUTTON

Basic Controls

Controls - In Menus

Button	Function
Directional buttons / Analog stick	Navigate options, move cursor
⊗ button	Confirm selection, skip text
○ button	Cancel selection, skip event
□ button	None
△ button	None
L button	Fast-Forward text (hold)
R button	Fast-Forward text (hold)
START button	None
SELECT button	None

Controls - On the Field

Button	Function
Directional buttons / Analog stick	Navigate options, move cursor
⊗ button	Confirm selection, select unit, confirm unit path
○ button	Cancel selection
□ button	Set waypoints
△ button	Show Summons list
L button	Move cursor to base or ally unit, Fast-Forward event (hold)
R button	Fast-Forward unit movement (hold)
START button	Change battle options
SELECT button	Change terrain info

Controls - In Battle

Button	Function
Directional buttons / Analog stick	Navigate options
⊗ button	Confirm selection, execute Attack Chance
○ button	None
□ button	None
△ button	None
L button	None
R button	None
START button	None
SELECT button	None

Starting the Game

NEW GAME

Select this to start the game from the beginning.

LOAD DATA

Select this to choose save data to load. Highlight the data you'd like to load and press the ⊗ button.

Starting the Game

OPTIONS: Select this to change in-game settings.
Change each setting by pressing the left/right button.

BGM	Turn background music on or off.
SFX	Turn sound effects on or off.
Event Voices	Turn voices during events on or off.
Battle Voices	Turn voices during battle on or off.
Tutorials	Turn tutorials on or off.
Cursor Speed	Set the cursor speed (5 choices).
Snap-to-Area	Set the cursor snap-to sensitivity (5 choices).
Summon Animations	Turn summon animations on or off.
Finished	Accept the changes you've made and return to the Title Screen.

Preparing for Battle

This menu will allow you to prepare your troops to send out onto the battlefield. Once the introduction event is finished, select your base with the ✕ button.

Win/Lose Conditions: Here you will see the conditions for victory and defeat in battle. If multiple "Lose" conditions are listed, it's Game Over once any one of them is met.

Preparing for Battle

Unit Selection

You can dispatch as many units as the number shown in the upper-left section of the screen. Once a unit is dispatched, it cannot re-enter the base.

Preparing for Battle

Status Screen

① The items currently equipped on the unit

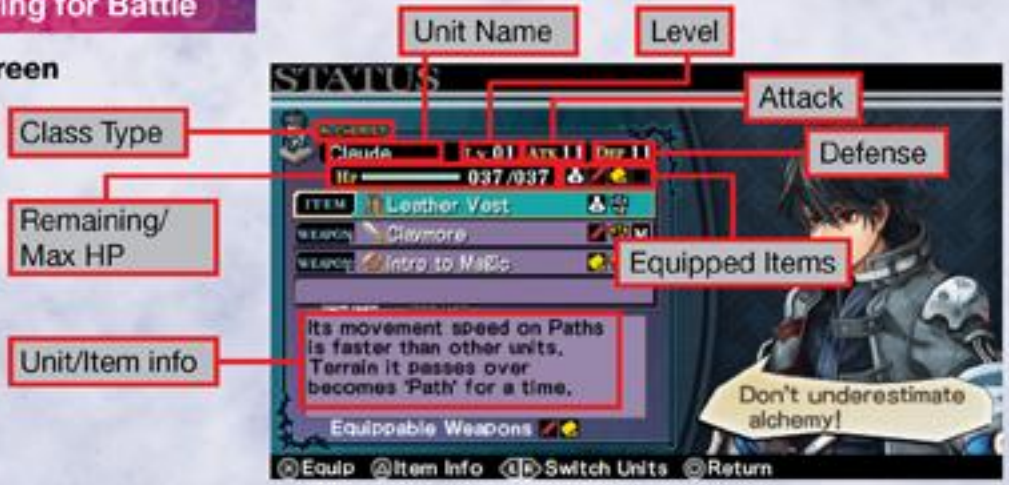
② The stats of each item (ATK and DEF numbers reflect how much of each will be added to the unit's base stats)

③ Each item's Impact Circle size

④ The types of weapon that the unit can equip

Preparing for Battle

Status Screen



Preparing for Battle

1. The item being swapped out
2. Sorting options (you can change how items are sorted by pressing the L / R button
3. The number of items you possess, out of the total number you can have
4. The list of items that can be equipped

Preparing for Battle

Changing Equipment

After selecting a unit, press the △ button to change or confirm the gear currently equipped to that unit.

Highlight the item you'd like to change, then press the ✕ button to see what items are available to equip. Press the ✕ button again to swap in the new item for the old one.

Preparing for Battle

With an item highlighted, press the △ button to check the details and special effects of that item. Each unit can only equip a certain number of items, so choose your items wisely to gain the advantage during battle!

The Field Screen

On the Battlefield 1

1. The current number and possible dispatched units
2. A list of dispatched units
3. The remaining dispatched slots
4. Unit avatars
   - Player units
   - Enemy units

The Field Screen

On the Battlefield 2

5. Time of day (see next page)
6. Map Points
7. Summon Gauge
8. Field info (place the cursor on a unit or map point to get more information about it)

The Field Screen

The Flow of Time

The map's time of day will change every 150 seconds. Some classes will have special effects or move faster or slower depending on the time of day. Keep this in mind as you devise your strategy and dispatch units!

The Field Screen

Move Your Units

Use the cursor to highlight which unit you'd like to move, then press the ⊗ button to select the unit.

Next, set a route for the unit to follow by moving the cursor and pressing the □ button.

Finally, press the ⊗ button again to set the unit in motion.

The Field Screen

Map Points

The icons shown to the right are called "Map Points" and will appear on the field. Sending a unit to one of these points will have a variety of effects.

Map Point Types

Base: If this gets taken, no more units can be dispatched. The player's base is indicated by a blue flag.

Unit Point: If you take an ally Unit Point (blue), you will be able to dispatch one more unit. If you destroy an enemy Unit Point, they will be able to dispatch one less unit.

The Field Screen

Map Points

The icons shown to the right are called "Map Points" and will appear on the field. Sending a unit to one of these points will have a variety of effects.

Map Point Types

Strategy Point: If you take this, you can dispatch one more unit. If an enemy takes it, you can still reclaim it for yourself (and the enemy can do the same).

Event Point: If you take this, a scene with a non-player character will begin. You may or may not receive items or useful information from them.

The Field Screen

Field Artillery

Other than Map Points, there are also different kinds of field artillery that can deal damage to units on the field without entering battle.

Field Artillery Types

Cannon: Launches slow-moving cannonballs at a set rate.

Rotating Bow: Launches arrows at a set rate. The direction it faces will be decided according to the direction the unit moves after capturing.

Ballista: Launches arrows in three directions at a set rate.

Magic Cannon: Launches beams at a set rate that will linger for a short while, preventing units from moving across their path.

Summons

How to Summon

As the story progresses, you will unlock the ability to use Summons. They each have different abilities and can provide tremendous benefits during battle.

In order to use a Summon, you will have to fill your Summon Gauge by gathering crystals in the field. Crystals can be dropped by enemies when you attack them, and are picked up automatically as a unit passes over them.

Summons

How to Summon

Each time you pick up a crystal, the Summon Gauge, located at the top of the screen, will fill up little by little. Depending on how full the gauge is, the color will change along with the number.

Things To Remember

You can summon as much as you like, but each Summon can only be used once per battle. Also, the Summon Gauge will be depleted when you use it, and you will have to fill the gauge again to use another one.

In Battle

The Flow of Battle

When an ally and enemy come into contact on the battlefield, they will engage in one-on-one combat with each other.

Order of Attack

Who gets to attack first depends on which character has a faster movement speed.

In Battle

Choose Your Weapon

You can choose which weapon you'd like to use during each skirmish. Choosing the proper weapon will allow you to do more damage.

Knockback Distance

This is the distance a unit will be knocked back after a given battle.

In Battle

A weapon that gives you the advantage over an enemy will be listed as GOOD, while a weapon that puts you at a disadvantage will be listed as BAD. The knockback you and your enemy suffer will be determined by this advantage.

In Battle

Weapon Types

There are 9 different weapon classes, each of which has 1 of 5 different attack types. The chart to the right lists the advantage of each attack type.

In Battle

Attack Chances

The weapon you've selected will determine your "Attack Chance," which in turn will determine the amount of damage you deal as well as the size of the Impact Circle. Each weapon creates its own Attack Chance pattern.

In Battle

As the colored line passes through the attack mark, press the ✕ button with proper timing.

In Battle

If you hit at least one attack mark, your Attack Chance will be successful and you will create an Impact Circle after battle. The more marks you hit, the bigger the Impact Circle will become!

In Battle

Impact Circles

If you hit at least one attack mark during your Attack Chance, an Impact Circle will be created with the enemy unit at its center (the red circle seen to the right). Impact Circles are a crucial part of unleashing Chaos Attacks.

In Battle

Utilizing Impact Circles

Once you've successfully created an Impact Circle, each of your surrounding units will be assigned a button.

In Battle

Utilizing Impact Circles

The size of the Impact Circle depends on how well you executed your Attack Chance, as well as what kind of weapon you used to attack.

Press a button corresponding to an ally unit located within the Impact Circle to execute a Chaos Attack.

In Battle

Chaos Attacks

These are combination attacks that will allow your units to attack the enemy one after another. By performing a Chaos Attack, even if the enemy's HP reaches 0, you can continue the attack and increase the chances of gaining an item after it's over.

In Battle

Super Chaos Attacks

If you are able to string together multiple Chaos Attacks, you can then activate a Super Chaos Attack. To unleash this attack, you will have to execute 4 Chaos Attacks in a row. In addition to damaging the main target, a Super Chaos Attack will also deal damage to nearby enemy units.

In Battle

Stun

After each one-on-one skirmish, there is a chance that the enemy unit will be stunned. If you can pull this off, you will gain a huge advantage in battle.

The Effects of Stun

- The unit cannot move
- The unit cannot attack during battle
- The unit will always be attacked first
- The unit's weapon will always be at a disadvantage

Results

Results Screen

Once you've achieved victory, you will be taken to the Results Screen. Here, experience points will be distributed to each unit based on their contribution, and an MVP will be chosen. Then you can check how many Alchemy Points (AP) you earned, as well as any items you may have received.

Results

LV UP

View the experience points each character gained, and their current level. A unit will gain experience points based on how much damage they deal.

Results

MVP

The number of enemies defeated and Map Points taken will determine the stage MVP. The MVP will regain all of its HP at the end of battle.

Results

AP

The amount of AP you gain is determined by factors such as how many units you destroyed, how many points you captured, and how many ally units survived the battle.

Results

Spoils

Here you will see the items you looted from the enemy.

Results

Tactical Situations 1

Meeting Victory Conditions: The stage will be cleared and the battle will end once you meet the Victory Condition. Some battles take place one after another, in which case you will be given a new Victory Condition once the next battle begins.

Results

Tactical Situations 2

Meeting Defeat Conditions: If you meet any single Defeat Condition, it's Game Over. Make sure you're aware of these conditions before heading into each battle.

Results

The Game Over Menu

Retry: Start again from the beginning of the same stage.

Load: Load previously saved game data.

To the Title Screen: Return to the Title Screen.

Setup Menu

Here you can check the status of your units, change equipment, and use alchemy.

Status	Check a unit's stats and change its equipment.
Summons	Check your Summons and their abilities.
Tutorials	Review any of the tutorials you've seen up to that point.
Options	Adjust various game settings.
Save	Save your current game.
Load	Load a previous save.
NEXT STAGE	End your setup and continue on to the next stage.
FREE BATTLE	Engage in open battle in the last stage you completed. Note that you will not encounter any bosses during Free Battle.

Setup Menu

Alchemy

You can use your AP to strengthen weapons and units. You can also use AP to heal a unit's HP.

Setup Menu

Weapon Alchemy

Here you will see a list of weapons currently in your possession. Any weapons that can be strengthened with AP will be shown in white.

Setup Menu

Use the directional buttons to highlight the weapon you'd like to strengthen, then press the ⊗ button to select it. You will then see how much AP it will cost, as well as the weapon's stats after upgrading. Review the information, then press the ⊗ button once again to confirm your decision.

Setup Menu

Human Alchemy

Highlight the unit you want to level up, then press the ⊗ button. This will take you to the AP Distribution Screen.

Setup Menu

Human Alchemy

Press left/right on the directional buttons or analog stick to distribute your AP, then press the ⊗ button to confirm your decision. You can also simply press the up button to distribute the amount of AP needed to level up the unit.

Setup Menu

Display Info 1

1. The unit being leveled up
2. The unit's current level
3. The unit's current/max HP
4. The unit's base attack power
5. The unit's base defense power

Setup Menu

Display Info 2

- ⑥ AP already distributed/ total AP needed to level up the unit
- ⑦ AP about to be distributed
- ⑧ Remaining AP needed to level up the unit
- ⑨ Amount of AP before and after distribution

Setup Menu

Heal Ally: You can use AP to fully heal a unit's HP.

Convert: You can transform unused items into AP.

Use the directional buttons or analog stick to select which item you would like to convert to AP.

Setup Menu

1. Items that are currently equipped and cannot be converted
2. Selected item
3. Total AP after converting

Setup Menu

Once you have decided which item you want to convert, press the START button to finalize the conversion. You can also convert multiple items at once.

To get more information, register the game,

or download the instruction manual, please visit

NISAmerica.com